Agenda

Wood Island Advisory Committee

June 13, 2015 11 AM

Kittery Town Hall, large conference room

Draft Minutes

Present: WIAC - Kent Allyn, Duncan McEachern, Page Mead, Jeff Pelletier, Judy Spiller; Kittery Town Manager Nancy Colbert Puff; WILSSA - Dean Howells; Other: Town Councilor Russell White

1. Maintenance agreement planning

Funding under the Maritime Heritage grant requires a preservation agreement. It appears that the town signs off on that agreement and it is negotiated through Maine SHPO. With federal funds a Section 106 review is required. EPA will take the lead in Section 106 review in coordination with Maine SHPO. It is our understanding that EPA will seek Town recommendations to SHPO for that review.

While the structure is now on the historic structure eligibility list, there is no affirmative obligation on the part of the Town with respect to the structure unless the Town accepts federal funds. If WILSSA were to raise \$200,000 for sheathing and structural repairs to the exterior, then there would be no preservation restriction required.

Historic designation does require property owner's (Town's) consent. Listing does not.

2. Status of project

Councilor White did have a conversation with Sam Reid of WILSSA about reversion of the Island. It appears to have been just a discussion about a hypothetical.

The issue of developing preservation restrictions appears to be the critical next step. WIAC finds that such an agreement is within the scope of the current Repair Agreement.

Concern was expressed about the condition of the seawalls and the cost of their repair. Whether or not the project could/should move ahead without those repairs occurring first was matter of speculation.

Whatever happens to the structure, the Town is ultimately responsible and if the exterior is restored, it will be responsible for maintenance though private funds could offset the expense.

One misconception is that the Island is closed to the public. It is not. The structure is closed to the public.

Prepared by Judy Spiller